Australian Government

ICTSS00152 Game Art and Design for Intermediate Roles Skill Set

Release 1

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Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Newly created to serve as a stackable skill set that builds towards attaining *ICT50220 Diploma of Information Technology*. The units in this skill set comprise the mandatory units required for a specialisation in Game art and design in *ICT50220 Diploma in Information Technology*.

Description

This skill set addresses the skills and knowledge required to produce intricate game art, designs and complex characters to develop advanced three-dimensional (3D) digital games in intermediate roles.

Pathways Information

The units provide credit towards ICT50220 Diploma in Information Technology and other qualifications that allow for selection of these units. The units in this skill set comprise the mandatory units required for a specialisation in game art and design in ICT50220 Diploma in Information Technology. Users are advised to consult the skill set pathways section of the current version of ICT Companion Volume Implementation Guide to confirm the currency of this information and for further guidance.

Licensing/Regulatory Information

No licensing, legislative or certification requirements apply to this skill set at the time of publication.

Skill Set Requirements

ICTGAM539 Create and implement designs for 3-D games environments

ICTGAM542 Animate 3-D characters for digital games

ICTGAM543 Produce digital animation sequences

ICTGAM545 Manage technical art and rigging in 3-D animations

ICTGAM552 Create complex 3-D characters for games

Target Group

This skill set is for individuals who work in game design and production roles, including senior concept artists, and other related intermediate roles, who are responsible for independently completing art and design activities to produce advanced digital games.

Suggested words for Statement of Attainment

These units of competency from the ICT Information and Communications Technology Training Package meet industry requirements for a range of intermediate roles that produce and manage game art and design components for complex three-dimensional (3D) environments in ICT contexts.